

THEATRETM EUROPE

A War Simulation
Strategy Game



Datasoft[®]

THEATRETM EUROPE

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NATO (North Atlantic Treaty Organization) was created in 1949 to provide a collective security against the communist threat. When West Germany joined NATO in 1955, the USSR formed the Warsaw Pact, made up of Russia and its conquered territories (Poland, East Germany, Hungary, Czechoslovakia, etc.). Russia claimed it needed the Warsaw Pact to defend against a remilitarized Germany. In fact, "Warsaw Pact" was merely a name tacked onto the Soviet military organization already implemented between 1945 and 1948.

"NATO follows a policy of deterrence. Its armed forces must be strong enough to discourage aggression and ward off attack. This policy involves the strategy of resisting invasion as far forward as possible and the doctrine of flexible response, calling for the ability to counter all levels of aggression. Flexible response requires conventional (non-nuclear) ground, sea, and air forces; short-range and intermediate-range nuclear forces in Europe; and (as the ultimate deterrent) the U. S. strategic nuclear force." (Atlas of NATO, US Department of State, Bureau of Public Affairs)

The largest single area of concentration of NATO forces is in the Federal Republic of Germany (West Germany). The eastern part of the Central European Region is fortified by large numbers of Warsaw Pact forces.

The scenario for THEATRE EUROPE is an attempted Warsaw Pact invasion of West Germany. NATO forces must stop the invasion, prevent the communist occupation of West Germany, and halt the possible start of World War III.

THEATRE EUROPE covers the first thirty days of this conflict. For the purposes of the game, both sides will use up their stockpiles of conventional munitions by then. If NATO can hold out that long, the West's superior production will probably ensure a NATO victory (provided strategic nuclear weapons have *not* been used).

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MILITARY BACKGROUND AND DEFINITIONS

Army: A large unit capable of independent action and consisting of a headquarters, two or more corps, and auxiliary troops.

Corps: A tactical unit consisting of two or more divisions and auxiliary arms and services.

Infantry: Soldiers trained, armed, and equipped to fight on foot. Weapons used are assault rifles, grenades, machine guns, mortars, and various anti-tank and anti-aircraft missiles. Most infantry units are equipped with Armored Personnel Carriers.

Cavalry: Tanks, tank destroyers, and self-propelled recoilless guns. This is the armored "fist" in any attack and is used as a spearhead to punch through enemy lines and to support infantry. All cavalry units require air cover against enemy jets and helicopters.

Artillery: Large-caliber, long-range guns (rocket launchers, mortars, howitzers, etc.). These are often self-propelled.

Electronic Warfare: Radar, early-warning systems, automatic weapons control systems, and other electronic equipment designed to blind, find, deafen, or destroy the enemy.

Chemical Warfare: Chemical liquids, solids, or gases delivered by methods including artillery shells, missiles, grenades, and aircraft spray-tanks.

Nuclear Warfare: Intermediate-range nuclear forces (INF), short-range nuclear forces (SNF), and the U. S. strategic nuclear force. INF include aircraft capable of delivering nuclear warheads and land-based missile systems of less than intercontinental range. SNF consist of tube artillery and short-range missiles. The US strategic nuclear force is the ultimate, last-resort nuclear battle system.

Airpower: Helicopters, reconnaissance planes, and jets. For easy comparison, airpower is condensed into these three types:

	NATO	Warsaw Pact
Air Superiority	740	4370
Ground Attack	1950	1920
Reconnaissance	285	600

** These 1984 figures do not include the French Airforce, the 1,900 aircraft in the NATO reserve, nor the 750 in the Warsaw Pact reserve. NATO has superior aircraft and pilots. Also, a higher percentage of NATO planes can actually fly (many Warsaw Pact aircraft are constantly grounded awaiting repairs, spare parts, etc.).*

Listed below are the Units at play in THEATRE EUROPE. Included are the Units' combat strength (ARM), air power (AIR), and general supplies (SUP) at the start of the game. The Units are based on actual military figures from each of the agencies listed. However, the organization of this information into Corps and Armies is strictly for game purposes.

NATO UNITS IN GAME	ARM	AIR	SUP
DANISH I CORPS	2	1	1
DUTCH I CORPS	3	1	2
BELGIUM I CORPS	3	2	2
BRITISH I CORPS	4	2	3
WEST GERMAN I CORPS	7	3	3
WEST GERMAN II CORPS	7	3	3
WEST GERMAN III CORPS	5	2	3
UNITED STATES V CORPS	9	4	5
UNITED STATES VII CORPS	8	4	5
FRENCH I CORPS	3	2	3
FRENCH II CORPS	2	1	2
ITALIAN II CORPS	2	1	1
ITALIAN IV CORPS	1	1	1
ITALIAN V CORPS	3	1	2
NEUTRAL UNITS			
SWISS ARMY	2	2	1
AUSTRIAN ARMY	2	1	1
YUGOSLAVIAN I CORPS	2	1	1
YUGOSLAVIAN II CORPS	2	0	1
WARSAW PACT UNITS			
3rd SHOCK ARMY	9	4	4
1st GUARDS TANK ARMY	8	4	4
3rd GUARDS TANK ARMY	6	3	3
4th GUARDS TANK ARMY	6	3	3
8th GUARDS TANK ARMY	4	3	3
2nd GUARDS ARMY	8	4	4
20th GUARDS ARMY	7	3	4
10th ARMY	4	2	2
16th ARMY	4	2	2
21st ARMY	3	1	2
28th ARMY	7	3	4
41st ARMY	6	3	2
1st AIRBORNE ARMY	3	1	1
1st AMPHIBIOUS ARMY	3	1	2
1st POLISH ARMY	5	2	2
2nd POLISH ARMY	4	2	2
2nd RUMANIAN ARMY	5	1	2
3rd RUMANIAN ARMY	4	1	2

YOUR COMMODORE 64/128™

WAR-GAMING STOCKPILES MUST INCLUDE:

- Commodore 64/128 computer
- 1541 or 1571 disk drive
- TV or video monitor
- Joystick
- Blank, formatted disk (save-game disk, optional)
- THEATRE EUROPE game disk
- Guts and determination!

1. Turn off computer, disconnect all cartridges and peripherals, and connect Joystick to Port Two.
2. Turn on power to TV or monitor, disk drive, and computer.
3. Insert THEATRE EUROPE into the drive and close the door (if you want to use a save-game disk, format a blank disk *before* loading the game).
4. When *READY* appears on the screen, type **LOAD""8,1** and press RETURN.
5. When *READY* appears again, type **RUN** and press RETURN.

YOUR ATARI® HOME COMPUTER

WAR-GAMING STOCKPILES MUST INCLUDE:

- Atari Home Computer (48k)
- Compatible disk drive
- TV or video monitor
- Joystick
- Blank, formatted disk (save-game disk, optional)
- THEATRE EUROPE game disk
- An aggressive resolve!

1. Turn off computer and remove all cartridges. Connect a Joystick to Port Two.
2. Turn on power to TV or monitor and disk drive.
3. Insert THEATRE EUROPE into drive and close the door (if you want to use a save-game disk, format a blank disk with Atari DOS *before* loading the game).
4. Turn on computer (with XL/XE computers, hold down OPTION key while turning on computer).

YOUR APPLE II® SERIES

WAR-GAMING STOCKPILES MUST INCLUDE:

- Apple II series computer (64k)
- Compatible disk drive
- TV or video monitor
- Joystick
- Blank, formatted disk (save-game disk, optional)
- THEATRE EUROPE game disk
- A do-or-die attitude!

1. Turn off computer, turn on power to TV or monitor, and connect Joystick.
2. Insert THEATRE EUROPE into drive and close the door (if you want to use a save-game disk, format a blank disk with Apple DOS 3.3 *before* loading the game).
3. Turn on computer. Leave THEATRE EUROPE disk in drive during play.

SOME COMMANDS TO REMEMBER:

Quit a game by pressing **f1** (**Q** on Apple, **F** on Atari) at the start of the MOVEMENT PHASE (when the *QUIT=* prompt is showing).

Save a game by pressing Quit key (see above), then pressing **S** to save. Insert a blank, formatted disk into the drive and press **C** (on Apple, follow the prompts). You may save only one game at a time on your save-game disk. **Atari and Apple users** may save over a previously saved game. **Commodore users** must re-format in order to reuse the same save-game disk.

Load a saved game by pressing Quit key. Follow the prompts until you reach the *PRESS B TO LOAD OLD GAME* selection. Press **B** and insert the save-game disk into the drive. Press **C** and the game loads and runs (on Apple, follow the prompts).

THE BATTLE BEGINS . . .

PRESS 'N' FOR N.A.T.O. PRESS 'W' FOR WARSAW PACT. You decide which side to command, NATO or The Warsaw Pact. The computer takes the opposing position.

PRESS 1, 2, OR 3 TO SELECT GAME LEVEL. Press 1 if you're just getting your feet wet for the first time. Levels 2 and 3 are for more advanced wargamers.

PRESS A FOR ACTION SCREENS. PRESS N FOR NONE. Selecting Action Screens allows you to participate in battles, arcade-style. Your success or failure here can decide the fate of all your forces, so serious strategists may want to forego using the Action Screens.

PRESS P TO PLAY. Battlestations! (Begin the game.)

PRESS R TO RESELECT. This lets you go back to the first selection (NATO or Warsaw Pact).

PRESS B TO LOAD AN OLD GAME. This selection lets you load a previously-saved game.

NOTE: To understand the gameplay and strategy in THEATRE EUROPE, read the directions thoroughly. The documentation uses the NATO position as an example (except where noted otherwise).

These assumptions are made in the game:

1. NATO wins the air and sea battles for controlling the Atlantic.
2. The Warsaw Pact secures the Baltic.
3. NATO mines slow Warsaw Pact naval movement in the Baltic.
4. The NATO Atlantic air-transport operations are successful.
5. France enters the war immediately.
6. Switzerland, Sweden, and Austria are always neutral.
7. The Warsaw Pact armies remain loyal and "enthusiastic."
8. The Warsaw Pact doesn't start the war with a nuclear bombardment.
9. NATO doesn't "go nuclear" if it fails to stop the Reds in 30 days.
10. Neither side uses biological weapons.

MAP DESCRIPTION

A map of Europe is displayed on the monitor. Below is an explanation of symbols and colors used on the map:

SYMBOL	COLOR	DESCRIPTION
	C-64/Atari/Apple	
Solid Area	Black	Land
Solid Area	Cyan/Purple/Blue	Sea or Lake
Shaded	Brown	Mountains
Line	Grey/White/White	Border
Cross	Various	Capital City
Circle	Blue	NATO Corps
Circle	Red/White/Orange	Warsaw Pact Army
Circle	Yellow/Purple/Green	Neutral Armies or Corps

At the top of the screen is the TEXT LINE, used to display game information. Below this is the DAY BOX, showing the current day of the war. Next to the DAY BOX is the term, *DEFCON 5* (Defense Condition 5). This shows how close you are to a major nuclear war. *DEFCON 1* means the nuclear missiles are flying!

The COM BOX is a white square that is controlled by the Joystick. The REPORT BOX (located at upper left under the TEXT LINE) gives a description of any area or object outlined by the COM BOX.

NATO MOVEMENT PHASE:

Place the COM BOX over a blue circle (NATO Unit) and press the Joystick fire button. The COM BOX turns green (blue on Atari version, changes shape on the Apple) and has limited movement. Move the green COM BOX to the desired spot and press the fire button again. The COM BOX turns white (on the Apple, it returns to its original shape) and the Unit moves to the new position. A moved Unit has a black dot in its center and can't be moved again during this turn. A Unit in the mountains can only be moved once every second turn (the terrain is rough there). You can cancel a move if the COM BOX is still green: put the COM BOX back on the Unit and press the fire button.

Sometimes you may want to exchange positions between a weak Unit and a strong one. If neither Unit has been moved this turn, place the COM BOX over one of them and press the fire button. Position the green COM BOX over the other Unit and press the fire button again. The two Units change places.

Warsaw Pact Special Movement (if you're commanding the Reds): The 1st AIRBORNE ARMY and the 1st AMPHIBIOUS ARMY are special Warsaw Pact Units.

1st AIRBORNE ARMY: The first time you move this Unit, it has a much wider range of possible positions than any other Unit on the battlefield. After the first move, its range is like the other Unit's.

1st AMPHIBIOUS ARMY: This Unit starts on the sea and is the only one that moves on water. Once you move it onto land, it becomes like the rest of the Units and can't return to sea.

Press SPACE BAR to leave the Movement Phase.

NATO ATTACK PHASE:

In this phase, you select Units to attack. Place the COM BOX over a Unit and press the fire button. The COM BOX turns green (changes shape on the Apple version). Put the COM BOX over the Warsaw Pact Unit you want to attack and press the fire button (fortunately, you can't attack your own Units!). Both Units are now marked with a dot. You can cancel a move if the COM BOX is still green: move the COM BOX back on your own Unit and press the fire button. Each Unit can attack only once for each game turn. You can attack the communists with more than one of your Units; it works best to "gang up" on a weak Unit rather than on a strong one.

Attacks are a costly way to stop the Reds (on Level 1). A careful defense, on the other hand, may gradually wear down the enemy's attacking Units.

Chemical Release (Levels 2 and 3): After the Movement Phase, the TEXT LINE reads *ENTER CHEMICAL RELEASE CODE OR PRESS N*. Press Y to give your Units chemical weapons. This gives you an advantage in battle as chemical weapons cause greater losses to enemy Units than conventional weapons. Once you authorize Chemical Release, you use chemical weapons from there on.

Press SPACE BAR to leave the Attack Phase.

NATO BATTLE PHASE:

Once you have decided which Units to attack, it's time to engage them in battle. The TEXT LINE commands you to *SELECT BATTLE* (if you selected Action Screens when setting up the game). To actively participate in the war, follow the instructions for the Action Screen. Otherwise, press the SPACE BAR for the Map Attack.

Map Attack: This shows the normal map screen during battle; all Units involved in battles "flicker." When the flickering stops, the battle is over. Check your Units. Any destroyed Unit has disappeared from the map. Units forced to retreat are in their new positions.

Action Screen: Place the COM BOX over one of your attacking Units (dotted) and press the fire button. The map screen clears and the Action Screen is displayed.

The Action Screens feature a menu of attack methods. The symbols (icons) on the menu show infantry, tanks, jets, and *AIR RAID*. The *AIR RAID* icon flashes when enemy planes are approaching, giving you time to select the anti-aircraft icon (jets). There is also a selection for leaving the Action Screen at any time during the battle.

To launch a missile, press the Joystick fire button. Guide the missile to its target by keeping your sights (Black Square) on the target. If you destroy enough of the enemy, you receive a bonus, which is applied to *all* your attacks this turn. Try to make each missile count. Throwing them about like confetti may seriously deplete your supplies.

The Action Screen ends after a time and you see the Map Attack.

NATO REBUILD PHASE:

During battles, the supplies, airpower, and overall combat strength of your Units is depleted. This phase lets you rebuild Units before the next engagement. The enclosed THEATRE EUROPE map includes a schedule of reinforcements. There are three elements you may reinforce:

ARM: The overall combat strength and effectiveness of a Unit.

AIR: Ground support planes and helicopters (see TAC AIR on reinforcement schedule).

SUP: Missile reloads, conventional ammunition, fuel, food and water, and other general supplies.

When you enter the Rebuild Phase, your blue circles become numbers (ARM, AIR, or SUP values). The right-hand side of the TEXT LINE shows which element is being rebuilt and the number of available reinforcements for that element. Assign all these reinforcements to one Unit or divide them between several; no Unit can have an ARM, AIR, or SUP value greater than 9. **Note:** Reinforcements cannot be saved from one turn to the next (stockpiling).

To rebuild, position the COM BOX over a Unit and press the Joystick fire button. The element value increases as the TEXT LINE value decreases. Do not let a Unit's ARM value fall to Ø; this means the loss of any AIR or SUP the Unit had. After rebuilding one element, press the SPACE BAR to move to the next one.

Rebuilding Warsaw Pact Special Units: The 1st AIRBORNE ARMY can't be rebuilt until after it has moved, and only its SUP level can be reinforced. The 1st AMPHIBIOUS ARMY cannot be rebuilt until it's on land.

Press the SPACE BAR after rebuilding to leave the Rebuild Phase.

NATO AIR PHASE:

Here's how the computer screen looks when you enter the Air Phase:

NATO AIR PHASE		RESERVE

		- 28 -

MISSION	AIR POWER	

AIR SUPERIORITY	23	<- - FROM RESERVE

COUNTER AIR	6	

INTERDICTION	6	

RECONNAISSANCE	2	

ASSAULT-BREAKER (10)	Ø	

DEEP-STRIKE (12)	Ø	

IRON-SNAKE (11)	Ø	

RESERVE refers to the air units that aren't being used in battle. This is reinforced regularly (see AIR on reinforcement schedule). *MISSION* shows the different ways the air units are used (detailed explanation to follow, keep reading!). *AIR POWER* is the number of air units on a mission.

Use Joystick to move the Text Pointer (*FROM RESERVE*) to a mission. Press the fire button and an air unit moves from reserve to that mission. After assigning air units, press the SPACE BAR.

The Text Pointer now reads *TO RESERVE*. Place it next to a mission, press the fire button, and an air unit moves from that mission to reserve.

The colored numbers listed under **AIR POWER** give you information about the Warsaw Pact's airforce. Green (+ symbol on Atari) means you have *more* air units assigned to a particular mission than the enemy. Yellow (= on Atari, blue on Apple) indicates that the numbers are equal. Red (- on Atari, orange on Apple) shows that the communists have more air units than you. On levels 2 and 3, the colors or symbols still give information about the enemy's airforce; but, due to deliberate misinformation fed to your reconnaissance by the Reds, some of the information may be *wrong* !

Air Superiority: Air Superiority affects all other missions. You achieve it by patrolling and attacking enemy aircraft in the air. If you are on top, you can inflict heavier losses on the Warsaw Pact.

Counter Air: These units attack communist airfields, crushing their bases rather than fighting in the air. This helps you in the struggle for dominance of the skies.

Interdiction: This air mission goes after the enemy's jugular: supply avenues (roads, bridges, tunnels, etc.). Success here cuts off personnel and materiel reinforcements.

Reconnaissance: Positioning the COM BOX over a Warsaw Pact Unit on the map screen shows that Unit's name and ARM level in the REPORT BOX. The more air units you have assigned to reconnaissance, the more detailed this report is. Remember, the Reds don't want to be reconnoitered and will attack. The greater your losses in these attacks, the less detailed the reports. Don't let your Reconnaissance Level drop to Ø!

The higher the level, the more intricate the game (and the nastier the fighting). In any mission, you can take losses; the Reds won't take your attacks lying down. From here on, the nukes may fly!

Assault-Breaker (Levels 2 and 3): If you have 1Ø or more air units assigned to this mission, the following applies:

Before the Attack Phase, the TEXT LINE reads *SELECT ASSAULT BREAKER TARGET*. The assault-breaker targeting cursor (AB) is on-screen. Place this cursor over the Unit you want to destroy and press the fire button. The attack (hopefully) causes losses in the Warsaw Pact's ARM level. Only one assault-breaker attack can be made per turn.

Deep-Strike (Levels 2 and 3): This mission attacks the Red's command and control. Both deep-strike and interdiction may lead to the late arrival of enemy units. They can also stop Warsaw Pact assault-breaker missions (and risk triggering a nuclear response).

Iron Snake (Levels 2 and 3): This mission attacks the enemy railway network and can disrupt or wipe out enemy reinforcements.

NATO SPECIAL MISSION PHASE:

This phase gives you the chance to use strategic chemical or nuclear weapons. These weapons do not use conventional military forces, but are handled entirely by computerized missile systems.

Only one special mission can be called each turn. On Level 1, it's better not to launch special missions. Any advantages you receive are offset by triggering nuclear responses by the Reds. As NATO, your task is to defend West Germany, not get it leveled! Skip this phase by pressing **N** (2 on Apple).

Strategic Chemical Launch: To launch an attack using missiles armed with chemical warheads, press **f7** (**C** on Atari, **4** on Apple). Your target is a Warsaw Pact supply city (you risk an enemy nuclear response!).

Strategic Nuclear Launch: Nuclear strike capability is a two-edged sword. It gives you great power in attack or defense, but each use makes the start of an all-out nuclear war more likely.

Press **f1** (**M** on Atari, **1** on Apple) to launch a nuclear attack. The prompt is: *YOUR NUCLEAR RELEASE REQUEST IS NOTED. YOU HAVE 30 SECONDS TO PHONE (818) 886-5936 TO OBTAIN AUTHORIZATION CODE.* This code is printed at the bottom right corner of the map. To verify the code, phone the special "Hotline" number above. When you call, you'll get a chilling hint of what *might* happen during a nuclear exchange. **Note:** This is a long distance call if you aren't in the 818 area code. Generals under 18 must get permission from your Supreme Commander (parent) before phoning or World War III may be postponed (or worse, you'll be grounded!).

If the correct code is entered, you're given access to the *Nuclear Fire Mission Computer*. Entering the correct code does not mean you have to go ahead with a nuclear attack. The code only has to be entered once in any game; after this, access is automatic. Use the Joystick to position the arrow next to the desired mission and press the fire button.

FIRE-PLAN WARM PUPPY (FIRE-PLAN FIRST KISS, if you're playing the Warsaw Pact position): This fires the majority of your missiles at many targets. The enemy reaction to this is extreme (you have been warned!).

SINGLE STRATEGIC LAUNCH: This allows you to make a nuclear strike on a specific target.

STANDBY: This fires no mission and is the normal setting.

Radar Screen: If you select a SINGLE STRATEGIC LAUNCH, the Nuclear Targeting Cursor appears on-screen. Position the Cursor over a target and press the fire button. Luckily, you cannot make strategic attacks against a friendly or neutral city or Unit.

If the Warsaw Pact launches an attack against you, their missiles are boxed by a Tracking Cursor. The Impact Predictor (IP) Cursor appears on-screen and moves to the Reds' target (named in the REPORT BOX). If they launch a Fire-Plan attack, the IP and Tracking Cursors do not appear.

Reflex System (levels 2 and 3): The Reflex System is an attempt to simulate the Automatic Computer-Controlled Reaction System now gaining favor in the Pentagon.

After you enter the NUCLEAR AUTHORIZATION CODE, use **f5** (**R** for Atari, **3** for Apple) to turn the Reflex System on or off. When switched on, the Reflex System automatically replies to a Warsaw Pact missile attack by launching a matching attack; Single Launch for Single Launch, Fire-Plan for Fire-Plan. The nuclear reply comes while the enemy missiles are still in the air. **Caution:** The Reflex System cannot distinguish between a nuclear or chemical attack. If the Reds fire a chemical attack, your Reflex System makes a nuclear reply!

Press the SPACE BAR to leave this phase.

OPPONENT'S (COMPUTER'S) TURN

Now it's the enemy's turn. If the Reds launch a Special Mission, you see the Radar Screen. Otherwise, the computer performs all the phases you have just completed. To use the Action Screen in the Attack Phase, place the COM BOX over one of your Units that's being attacked and press the fire button.

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